

EXHIBIT 9

REDACTED

In order for the Steam machines to compete with the consoles in the market place should they have a free game every month feature?

ForumName	#Discussions ForumName General
ForumDeleted	No
AccountIDLastPoster	100326925
TimeFirstPost	12/04/2014 11:39 AM
TopicTitle	In order for the Steam machines to compete with the consoles in the market place should they have a free game every month feature?
TopicText	Both the PS4 and Xbox One get free quality games each month in which you get to keep for a low price (PS4: \$50, Xbox Live: \$60 per year). This feature on both of the consoles is game breaking especially on the PS4 because you get some really high quality games and sometimes even an AAA game that was just released. I would love to see this added to Steam.
ForumTopicDeleted	No

AuthorAccountID	100326925
TimeStamp	12/04/2014 11:54 AM
Comment	In this last month we have had halloween sale and adventurer sale with the big winter sale starting in a few weeks time. How many sales do you want? We as steam users have weekend offers and daily flash sales in store also. Additionally other digital distribution companies like gog and humble bundle etc regularly offer free and hugely discounted offers which can then be easily added to your steam library. Console users have no such luxury.
IsDeleted	No

AuthorAccountID	61171095
TimeStamp	12/04/2014 12:30 PM
Comment	No, that's not what Steam needs to compete. After all, we get tons of Steam sales multiple times a year as it is for new and old games, the consoles only do that for games that don't sell well anymore. Besides, people have to pay subscription fees to get those "free" games.
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/04/2014 12:44 PM
Comment	Thinking of steam machines as method of ensuring pc platform space is kept for pc gamers over purely competing with consoles is probably a more accurate perspective of what a steam machine is. i.e. people are buying mobile devices (ARM) over opting for pc's (x86_64) Steam machines are pc's not consoles.
IsDeleted	No

AuthorAccountID	48196617
TimeStamp	12/04/2014 12:45 PM
Comment	Steam has more free games on it than both the other consoles combined. Don't forget that Humble Bundles works on SteamOS as well.
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/04/2014 01:52 PM

	<p>The Steam machines are hybrids.</p> <p>originally posted by 40-1Pv(Balderick)</p> <p>Thinking of steam machines as method of ensuring pc platform space is kept for pc gamers over purely competing with consoles is probably a more accurate perspective of what a steam machine is. i.e. people are buying mobile devices (ARM) over opting for pc's (x86_64)</p> <p>Steam machines are pc's not consoles.</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/04/2014 06:50 PM
Comment	True. I should rephrase "Steam machines are pc's not consoles" to something more like "Steam machines can be used as a pc and a gaming platform without all the limitations of being a closed platform console"
IsDeleted	No
AuthorAccountID	13546005
TimeStamp	12/04/2014 10:16 PM
Comment	Well, there would need to be games first before monthly demos can be a thing. As it currently stands, the Steam Machine is just a glorified streaming box.
IsDeleted	No
AuthorAccountID	121778725
TimeStamp	12/04/2014 10:41 PM
Comment	Free games for a low price? Wow that's amazing lol. But seriously steam has already a much better system with there steam sales and free online play.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/04/2014 11:48 PM
Comment	<p>I find it amazing how people skip around the obvious flaw in the SteamMachine, and suggest increasingly obscure or irrelevant ideas.</p> <p>Its a consumer device that actively punishes consumers for owning more than one device. It targeted towards families, who will need to repurchase games they already own if they try to use steam on two or more machines.</p> <p>No device ever has forced consumers to rebuy media they already own. Microsoft were publicly shredded for trying to make the Xbone work like this.</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 12:04 AM
	<p>Do console games retailers offer regular sales where there are multipack options available (i.e. 4 copies of same game)? Steam Store does for some titles.</p> <p>If two people want to play the same game at the same time; do they not simply need two copies of the game?!? regardless if on pc or console</p> <p>originally posted by MainframeMouse]</p> <p>No device ever has forced consumers to rebuy media</p>

	<p>they already own.</p> <p>I thought ps3 discs were unusable on ps4's, and xbone's will not play 360 games!?</p> <p>Steam Machuines will play all your library items even playing windows games on linux machine and linux games on a windows machine. Thanks to in home streaming. That is if your machine/s meet minimum system requirements - which was a problem for pc gamers ten years ago - this is why people were attracted to consoles in the first place.</p> <p>Over the time period consoles have been around pc gpu power has more or less doubled in speed and power every two years or so. nVidia coo openly claims this is going to be more like ten fold in next few years. PC is the way to go. But i guess it is also dependent on game devs writing new gammes to take advantage of the new technologies. Microsoft are trying to cap most pc games by asking game devs for 720p and 30fps performance - Why? to lessen the appeal of pc's for gaming devices no doubt! Steam client ihs already supports 4K a year ago.</p>
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/05/2014 12:18 AM
Comment	<p>Ps3 and ps4 are two different machines.</p> <p>But if you own 10 ps3 games and buy a second ps3 you don't have to re-buy one of the 9 games not being played on the first ps3.</p> <p>With steam you will.</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 12:20 AM
Comment	<p>originally posted by MainframeMouse}</p> <p>With steam you will.</p> <p>Nope. Just log in to your own steam account on new machine with steam installed!? Unless you have four arms and four eyes on stalks; you can only play one game at a time, right? To play the same title on two machines at same time you simply need to purchase two copies.</p> <p>Another beauty of opting for steam over consoles is if i was away from home; visiting friends, am missing my favourite steam game so simply install steam client on friends pc (if they have not already) log in with my steam account info and boom i got access to all my steam account games. FREE</p> <p>For comparison; how easy is to move your saved games from one ps3 to another? never mind playing ps3 games on ps4 they still ps. This to me is forcing people to rebuy media and at a far greater cost steam users get opportune in their purchases especially if they time their purchases coinciding with sales.</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 01:01 AM
	<p>originally posted by Revant</p> <p>Both the PS4 and Xbox One get free quality games each month in which you get to keep for a low price (PS4: \$50, Xbox Live: \$60 per year)</p>

Comment	<p>originally posted by Tauren Free games for a low price? Wow that's amazing lol. But seriously steam has already a much better system with there steam sales and free online play.</p> <p>yep with consoles you get free game but you have to subscribe to their networking service (PSN or GFWL or whatever the microsoft one is lol) to play those games as well as paying for a console and your isp for internet connection. The beauty with steam is install client/steamos for free, install free game from steam store or from any other source (add as non-steam game) and play away. All you need is steamos/client, a pc and an internet connection. awak :)</p>
IsDeleted	No

AuthorAccountID	7101302
TimeStamp	12/05/2014 03:09 AM
Comment	<p>Baldrick re-read my post. 10 games, 2 machines. 1 machine playing 1 game, 9 other games left.</p> <p>Under steam if you wanted someone in your family to use the sevond machine to play one of those 9 games, you will need to buy the game again!</p>
IsDeleted	No

AuthorAccountID	7101302
TimeStamp	12/05/2014 03:12 AM
Comment	Ps3 and ps4 are different machines, different architecture. Ps4 isn't forcing you to rebuy games.
IsDeleted	No

AuthorAccountID	48196617
TimeStamp	12/05/2014 03:21 AM
Comment	<p>originally posted by MainframeMouse I find it amazing how people skip around the obvious flaw in the SteamMachine, and suggest increasingly obscure or irrelevant ideas.</p> <p>Its a consumer device that actively punishes consumers for owning more than one device. It targeted towards families, who will need to repurchase games they already own if they try to use steam on two or more machines.</p> <p>No device ever has forced consumers to rebuy media they already own. Microsoft were publicly shredded for trying to make the Xbox work like this.</p> <p>That you can't play digital copies on the one account on different machines at the same time is no different on the PS4 and Xbox One, though. If you look at it like that, Steam family sharing actually allows more. If you compare it to physical media, it is a downside, though. You can, however, let one system play in offline mode. I think that's against the agreement you have with Valve, though.</p>
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/05/2014 03:27 AM
Comment	Just buy the disc version of game if you want to share and play another game!?! That is only way to share a game on consoles, right? but then some discs drm only allow one install or a limited number of

	installs. dirt 3 is one example i can think of as the key is associated with a gfwl account. blame it on the pirates.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/05/2014 03:56 AM
Comment	Drm has never had any effect on piracy. Drm has only ever been used to control legitimate users, often beyond legal/ethical boundaries.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 06:48 AM
Comment	How about setting up another pc with a new steam account together with the games you want to share with kids gifted from your original steam account? A dedicated host machine for the kids to play from as well as still giving you opportunity to save your own game progress too.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/05/2014 06:56 AM
Comment	I've already got 80 games locked in my main account. Making a kids account a buying new games for that account still has problems. We've got 5 kids (3 of game playing age). Even with 3 accounts there's a chance kid 1 wants to play a game from account A, while kid 2 also wants to play a game from account A.
IsDeleted	No
[REDACTED]	[REDACTED]
AuthorAccountID	100326925
TimeStamp	12/05/2014 07:16 AM
Comment	This family sharing thing is a bit of a conundrum if not a paradox. I see the current situ as form of protection over restriction though. Letting more than one person access an account at the same time could be very difficult to detect hackers early doors.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/05/2014 07:44 AM
Comment	The problem of letting more than one person on an account at a time is abuse. People could use 1 account for lots of people.
IsDeleted	No

[REDACTED]	[REDACTED]

AuthorAccountID	7101302
TimeStamp	12/05/2014 09:04 AM
Comment	Why delete an active thread?
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/05/2014 10:19 AM
Comment	<p>@Revan We are talking of the things that are appealing and not so appealing to prospective steam machine users in comparison to using a console.</p> <p>Your original post is a question open for discussion, right?</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/05/2014 11:10 AM
Comment	<p>Yep, I don't want to delete the thread I just want to stop the notifications coming to my inbox.</p> <p>originally posted by 40-1PvtBalderick @Revan We are talking of the things that are appealing and not so appealing to prospective steam machine users in comparison to using a console.</p> <p>Your original post is a question open for discussion, right?</p>
IsDeleted	No

AuthorAccountID	48196617
TimeStamp	12/05/2014 11:12 AM
Comment	<p>originally posted by Revan Yep, I don't want to delete the thread I just want to stop the notifications coming to my inbox.</p> <p>originally posted by 40-1PvtBalderick @Revan We are talking of the things that are appealing and not so appealing to prospective steam machine users in comparison to using a console.</p> <p>Your original post is a question open for discussion, right?</p> <p>Oh, just unsubscribe, it's in the top right.</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/05/2014 11:13 AM
	<p>Thanks.</p> <p>originally posted by Stark</p> <p>originally posted by Revan</p>

Comment	Yep, I don't want to delete the thread I just want to stop the notifications coming to my inbox.
Oh, just unsubscribe, it's in the top right.	
IsDeleted	No

AuthorAccountID	17029243
TimeStamp	12/05/2014 05:52 PM
	<p>originally posted by MainframeMouse Baldrick re-read my post. 10 games, 2 machines. 1 machine playing 1 game, 9 other games left.</p> <p>Under steam if you wanted someone in your family to use the sevond machine to play one of those 9 games, you will need to buy the game again!</p>
<p>Comment</p> <p>No you don't. Just sign into the other machine on your account and your family members can play any of the other 9 games you aren't already playing on the one computer.</p> <p>True, the Steam Family Sharing doesn't work in this way, and I still think in order for it to be at all useful they need to change it so that it's not locking the LIBRARY to one person at a time, but locking a GAME to one person at a time. But if it's just you, or even if it's your actual family, signing in with your account shouldn't be an issue.</p> <p>I have simultaneously had a different game running on my gaming PC, my prototypete Steam Machine, a MacBook, and a Mac Pro. just logging into my account on each machine. No hassles.</p> <p>Now, if I try to play the SAME game on more than one machine, then I run into a wall. But that's no different than if I wanted to play the same game on two consoles simultaneously, either.</p>	
IsDeleted	No

AuthorAccountID	51115471
TimeStamp	12/05/2014 07:49 PM
	<p>Steam machines will never compete with consoles in the marketplace. First off they're digital only, we saw how gamers reacted to MS's partial digital only future.</p> <p>Second is marketing, steam machines will be a niche product, they'll never get the mainstream exposure consoles do. You won't see Steam machine ads on TV, on the inside of sports stadiums etc. When MS launched the Xbox brand, they spent \$2 billion on marketing just to establish it.</p> <p>But the biggest issue is games, what exclusives will Steam machines have? Sony and Nintendo have all their great 1st party support, MS has killer apps like Halo, Forza and Gears, what will Steam machine have?</p>
<p>Comment</p> <p>It won't even get every game that Steam gets because they need to be developed specifically for linux based steam os.</p> <p>Then to play EA games you need create a seperate origin account, I don't even know if it will run blizzard games, if it does then you need another seperate account and keyboard and mouse, and that's not practical in a living room and couch set up.</p>	
IsDeleted	No

	<p>And of course they're more expensive, the alienware one is \$550, way too much, \$400 is the sweet spot for consoles.</p> <p>Then there's other issues like the controller, from what I've read, the track pads aren't as good as traditional analogue sticks.</p> <p>It's just not going to happen, there's no chance of a steam machine being competitive with any console, not even Wii U with how badly its selling.</p> <p>It's a niche product.</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/05/2014 07:52 PM
Comment	<p>Okay. I'm going to go ahead a bookmark this so if the machines are successful (Most likely) I can come back and laugh. You make some good points though except for the exclusives part. PC already has some great exclusives.</p> <p>originally posted by Brandon Steam machines will never compete with consoles in the marketplace. First off they're digital only, we saw how gamers reacted to MS's partial digital only future.</p> <p>Second is marketing, steam machines will be a niche product, they'll never get the mainstream exposure consoles do. You won't see Steam machine ads on TV, on the inside of sports stadiums etc. When MS launched the Xbox brand, they spent \$2 billion on marketing just to establish it.</p> <p>But the biggest issue is games, what exclusives will Steam machines have? Sony and Nintendo have all their great 1st party support. MS has killer apps like Halo, Forza and Gears, what will Steam machine have?</p> <p>It won't even get every game that Steam gets because they need to be developed specifically for linux based steam os.</p> <p>Then to play EA games you need create a seperate origin account, I don't even know if it will run blizzard games, if it does then you need another seperate account and keyboard and mouse, and that's not practical in a living room and couch set up.</p> <p>And of course they're more expensive, the alienware one is \$550, way too much, \$400 is the sweet spot for consoles.</p> <p>Then there's other issues like the controller, from what I've read, the track pads aren't as good as traditional analogue sticks.</p> <p>It's just not going to happen, there's no chance of a steam machine being competitive with any console, not even Wii U with how badly its selling.</p> <p>It's a niche product.</p>
IsDeleted	No

AuthorAccountID	70160768
TimeStamp	12/05/2014 08:18 PM

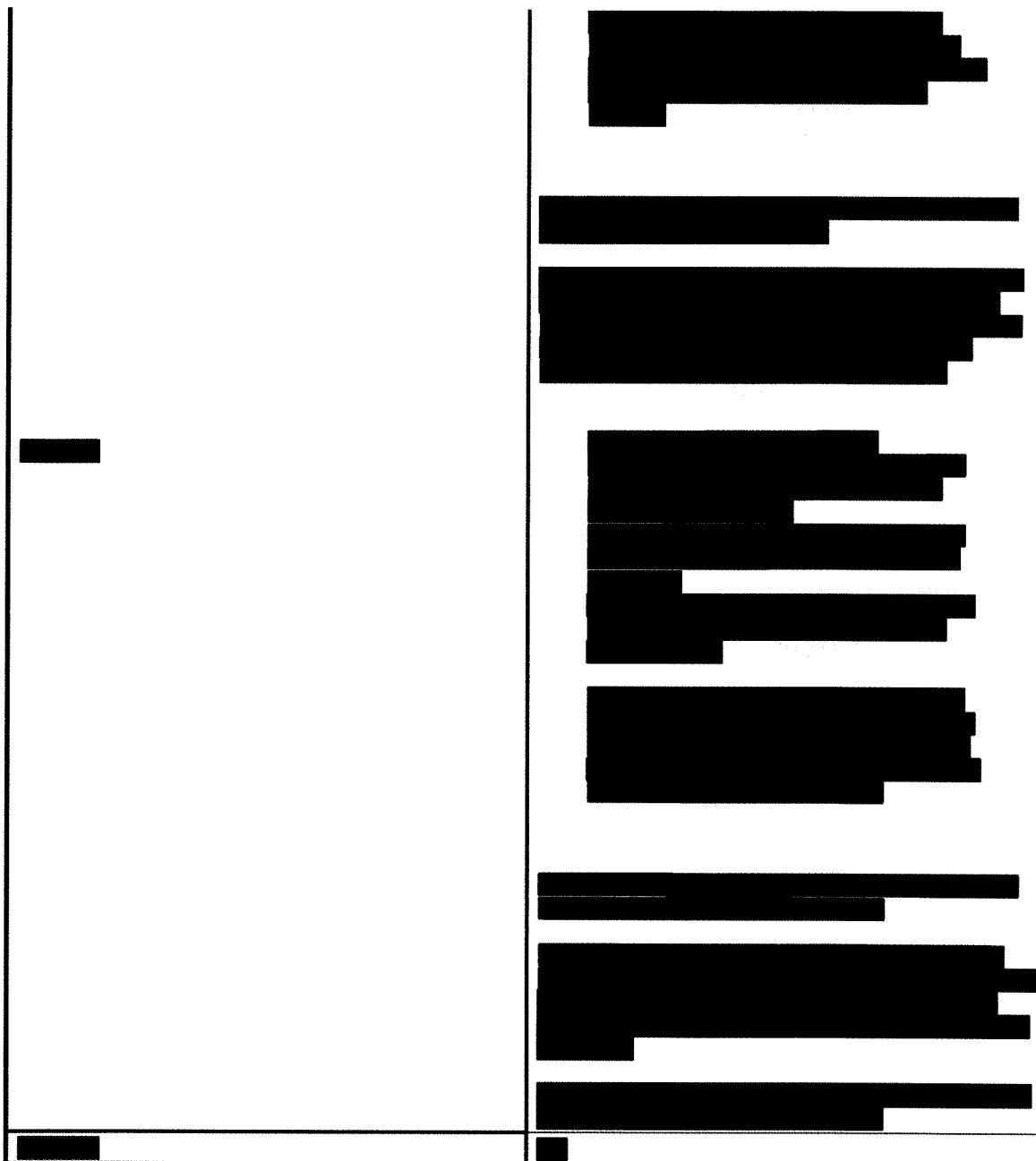
	originally posted by Brandon stuff
Comment	Not gonna argue about your points, but the thing is you are describing the <i>current</i> situation. But saying that this or that is not gonna happen is a bit extreme. You might rightfully say that this will take a while since we're talking Valve time. But just go back say, two years, what we're seeing now in the Linux gaming area it would have seem impossible back then. It could go both ways, but at this point we really can't tell.
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/05/2014 08:20 PM
Comment	Any machine with steam client installed is a steam machine. There are over 100million steam user accounts in existence already. This equates to console vendors market share. All this is even before vendors start marketing and selling machines with the steam client preinstalled aka Steam Machines - that includes windows, linux, mac and steamos machines. Although it is not being marketed as a steam machine before steamos and steam controllers are available is it coincidence there is a picture of steam bpm and the words "liberate your livingroom" are used in the first picture found http://www.dell.com/us/p/alienware-alpha/pd Zotac, ibuypower, Gigabyte and Alienware confirmed steam machine hardware are currently all available as barebones or windows options now as in TODAY The Alienware Alpha is the only one asfaik that ships with windows and steam client preinstalled. That is definitely a STEAM MACHINE and as alpha implies "the first of a kind" is very appropriate and fully meets Valves own oem criteria for meeting oem licensing criteria of a steam machine. check the steampowered oem page.
IsDeleted	No

AuthorAccountID	13546005
TimeStamp	12/05/2014 08:26 PM
Comment	originally posted by 40-1PvtBalderick Any machine with steam client installed is a steam machine. There are over 100million steam user accounts in existence already.
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/05/2014 08:31 PM
Comment	Valve are the owners of the steamos client and also fully acknowledge any machine with steam client installed is a steam machine. A universe is made of galaxies. steamos is a galaxy. steam for windows is a galaxy, steam for linux is ... have a guess all these steam galaxies are the make up of the steam universe. I wonder if we as steam users could be considered stars!? Do you really think there would be as much interest from vendors if steamos was to be the only exclusive steammachine? steam for windows users outnumber current steam for linux users 95:1 - check

the os stats in steam hardware survey in steam store	
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/05/2014 08:37 PM
Comment	Wow, this is the first formal discussion about a topic I've seen on the Steam forums. Congrats to you guys.
IsDeleted	No
AuthorAccountID	70160768
TimeStamp	12/05/2014 08:40 PM
Comment	<p>originally posted by 40-1PvtBalderick</p> <p>Any machine with steam client installed is a steam machine. There are over 100million steam user accounts in existence already. This equates to console vendors market share. All this is even before vendors start marketing and selling machines with the steam client preinstalled aka Steam Machines - that includes windows, linux, mac and steamos machines.</p> <p>Not gonna argue about this one either since is technically correct :) But for me a <i>pure</i> Steam Machine has to have SteamOS installed, not Windows and not even other Linux.</p> <p>Yes, is still a WIP, not very useful yet, not very fast yet, with not so many games yet...and so on</p> <p>A Steam Machine with Windows installed is more like a mutt or mongrel (again IMO).</p> <p>Oh, and ideally a real Steam Machine has to be made by Valve (unlikely as it seems) :)</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 08:41 PM
Comment	@Revan Credit to you for asking an interesting relative question from a current console users point of view.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/05/2014 08:44 PM
Comment	@dubignasu well i guess windows is a bit of an old dog but going by windows 8 and 10 it is learning new tricks and has plenty woof in her yet...
IsDeleted	No



AuthorAccountId	17029243
TimeStamp	12/05/2014 11:51 PM
	<p>Alright, I'll bite...</p> <p>originally posted by Brandon Steam machines will never compete with consoles in the marketplace. First off they're digital only, we saw how gamers reacted to MS's partial digital only future.</p> <p>It was not the digital distribution people were negatively reacting to, it was the always-on 24 hour internet check-in requirement. And of course the "absolutely essential" Kinect being always-on didn't sit well with people, either.</p> <p>I think Steam itself proves that people are ready for digital distribution. But it needs to be done in the right way and what Microsoft was pushing was not the right way. All three console</p>

Comment

makers have a Steam shaped blueprint for how to do digital distribution right, and they still don't get it.

Second is marketing, steam machines will be a niche product, they'll never get the mainstream exposure consoles do. You won't see Steam machine ads on TV, on the inside of sports stadiums etc. When MS launched the Xbox brand, they spent \$2 billion on marketing just to establish it.

15 years ago Microsoft would never get anywhere in the console market going up against behemoths like Nintendo and Sony. 20 years ago Sony would never make it in the market, especially with Nintendo and Sega gunning for them.

8 years ago Nintendo was doomed and would never make it with their way underpowered toy machine that nobody would buy when you've got super awesome HD consoles like Sony and Microsoft.

"Never" is a funny choice of word because it almost always makes the person that chooses to use it look like a fool.

When Valve is ready to get into hardware (which, if ever, it won't be until after both the controller and SteamOS are well established) THAT would be the time for a marketing push. Right now, while the OS is still very much beta, and the controller is still being revised? No. Why would they?

But the biggest issue is games, what exclusives will Steam machines have? Sony and Nintendo have all their great 1st party support, MS has killer apps like Halo, Forza and Gears, what will Steam machine have?

I dunno... I hear there's this company called Valve that might make some games for it.

And of course it would be an ideal platform for MMOs, RTSs, FPSs (the touch pad is way better than a thumb stick. Not even a competition.) and nearly any other genre, if I'm being honest. The only one I've come across, so far, that doesn't work well are twin-stick shooters. But that's a solvable problem, in software/drivers, not hardware changes, and they've already gotten some good analog stick emulation out of the pads for games that have been updated to see it as more than a standard kb/m HID device.

It won't even get every game that Steam gets because they need to be developed specifically for linux based steam os.

I know, man. Linux only added like 800 games in the last 2 years, including several AAA titles. But you're right, there's obviously no future for Linux gaming because it doesn't have the same developer support after only 2 years that Windows has been building for nearly 20 years.

Then to play EA games you need create a seperate origin account, I don't even know if it will run blizzard games, if it does then you need another seperate account and keyboard and mouse, and that's not practical in a living room and couch set up.

	<p>At least you CAN get games from other networks and vendors. When you figure out how to get The Last Of Us rollin' on an Xbox One, you be sure to come back here and let us all know.</p> <p>And you don't *need* a mouse and keyboard for Blizzard's games, especially if you're just intending to play solo or with friends, but having access to all the extra keys would be very helpful. But at least you CAN hook up a mouse and keyboard if you want, without having to buy some expensive peripheral to trick it into thinking it's still using the controller.</p> <p>And of course they're more expensive, the alienware one is \$550, way too much, \$400 is the sweet spot for consoles.</p>
	<p>Wasn't so long ago the sweet spot was \$200. Times change.</p> <p>Oh, also with Alienware you've always paid out the nose for the name.</p> <p>Then there's other issues like the controller, from what I've read, the track pads aren't as good as traditional analogue sticks.</p>
	<p>From what you've read? Perhaps you should, I dunno, actually use one before passing judgement. It's been my experience, from *actual* use, that the pads are about as close as you can get to the speed and accuracy of mouse and keyboard, in a TV gaming friendly controller. And that's just with the early prototype.</p> <p>I'm highly looking forward to the revised controller. I hope they'll be sending us beta testers one so we can provide further feedback prior to release, but even if they don't, based on my experience with the early prototype and what changes I've seen they've been making from the leaked designs, I'm in for a day one purchase.</p>
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/06/2014 12:36 AM
Comment	<p>originally posted by DarkWolf777</p> <p>No you don't. Just sign into the other machine on your account and your family members can play any of the other 9 games you aren't already playing on the one computer.</p> <p>True, the Steam Family Sharing doesn't work in this way, and I still think in order for it to be at all useful they need to change it so that it's not locking the LIBRARY to one person at a time, but locking a GAME to one person at a time. But if it's just you, or even if it's your actual family, signing in with your account shouldn't be an issue.</p> <p>I have simultaneously had a different game running on my gaming PC, my prototype Steam Machine, a MacBook, and a Mac Pro, just logging into my account on each machine. No hassles.</p> <p>Now, if I try to play the SAME game on more than one machine, then I run into a wall. But that's no different than if I wanted to play the same game on two consoles simultaneously, either.</p>

	<p>You've said this before. I don't know if its a unique setting due to your Beta machine or choice of OS, but on two windows machine both logged on the same account I get the below error message when trying to run 2 different games.</p> <p>http://steamcommunity.com/sharedfiles/filedetails?id=351878214</p> <p>anyone else out there with two machine that can test this?</p>
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/06/2014 06:20 AM
Comment	great way to post a screenshot of non-steam game dude ;) It true what they say " a picture is worth a thousand words" :)
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/06/2014 06:34 AM
Comment	<p>After launching one game on steamos and another on windows when logged in to same same steam account i get same out come as MainframeMouse http://imgur.com/FFoJLU2</p> <p>Another user just posted an new discussion thread basicaly asking for the same thing MainframeMouse is requesting/highlighting i.e. two games from one account on two machines.</p> <p>http://steamcommunity.com/groups/steamuniverse/discussions/0/624</p> <p>In this case one shared game and one native library game</p>
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/06/2014 10:06 AM
Comment	I don't understand why Valve didn't do the same thing Alienware did with their 'Alienware Alpha' and use a modified version of Windows. You'll never see the Windows logo or Windows desktop unless you chose and you get the full Steam Big Picture/Steam OS experience fully compatible with almost every game on Steam. At the very least Valve could have created a modified version of Wine for Windows compatibility. I'm aware of Valve's "answer" to Windows compatibility, Steam In-Home Streaming, but it's not a very good solution. If the Steam machines are for console gamers who want to get into PC gaming why would they already have a Windows PC that can run games well?
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/06/2014 10:10 AM
Comment	<p>Because windows adds £50 to the cost of a machine, microsoft are trying to make a windows market which may leverage steam out of business or at least cost them more.</p> <p>The idea is to get out of microsofts pocket</p>
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/06/2014 10:14 AM
Comment	<p>You're right, I didn't think about that.</p> <p>originally posted by MainframeMouse Because windows adds £50 to the cost of a machine, microsoft are trying to make a windows market which may leverage steam out of business or at least cost them more.</p>

	The idea is to get out of microsofts pocket
IsDeleted	No

AuthorAccountID	13546005
TimeStamp	12/06/2014 10:14 AM
Comment	In regards to the inclusion of windows, perhaps it'd be a good idea to make "premium" versions of these Steam machines that run on Windows? Pay less money on the Steam Machine, expect to play less games, i guess.
IsDeleted	No

AuthorAccountID	17029243
TimeStamp	12/06/2014 12:21 PM
Comment	<p>originally posted by MainframeMouse anyone else out there with two machine that can test this?</p> <p>Admittedly I haven't done this since January, maybe February, so they may have "fixed" it since then. I'll try to check it this weekend and see if it's still viable, if not then yah I'm right there with you this</p>

	is something that shouldn't be an issue when using the same account to play different games. After the offline work around for SFS was closed up, they may have changed it so an account can only have one game running at a time.
IsDeleted	No

AuthorAccountID	121778725
TimeStamp	12/06/2014 12:56 PM
Comment	<p>originally posted by Revan I don't understand why Valve didn't do the same thing Alienware did with their 'Alienware Alpha' and use a modified version of Windows. You'll never see the Windows logo or Windows desktop unless you chose and you get the full Steam Big Picture/Steam OS experience fully compatible with almost every game on Steam. At the very least Valve could have created a modified version of Wine for Windows compatibility. I'm aware of Valve's "answer" to Windows compatibility, Steam In-Home Streaming, but it's not a very good solution. If the Steam machines are for console gamers who want to get into PC gaming why would they already have a Windows PC that can run games well?</p> <p>Of cause there is the cost but that is probably the least problem. Windows is proprietary software that's completely in the control of Microsoft if there is some bug or issue Valve can not do anything about it. They can not control in what direction Windows will be developed maybe it works quite ok with this version but what's with the next version, how would they do an update from one major version to the next when the old version doesn't get security updates anymore anyway? There are a ton of issues, on a normal PC this is not such a problem but on a more console-like device like the Steam Machine customers have different expectations. I mean not even XBox uses Windows nor any other console, why should the Steam Machine?</p>
IsDeleted	No

AuthorAccountID	80841004
TimeStamp	12/06/2014 01:16 PM
Comment	<p>originally posted by Revan I don't understand why Valve didn't do the same thing Alienware did with their 'Alienware Alpha' and use a modified version of Windows.</p> <p>Because SteamOS was made because Gaben wasn't up for the idea of Windows 8 and thought it was terrible... using a modified Windows would require Valve to pay out the ass to use it... and going back to what I first said, it'd be counterproductive... -.-</p>
IsDeleted	No

AuthorAccountID	70160768
TimeStamp	12/06/2014 01:23 PM
Comment	<p>originally posted by DarkWolf777 originally posted by MainframeMouse anyone else out there with two machines that can test this?</p> <p>Admittedly I haven't done this since January, maybe February, so they may have "fixed" it since then. I'll try</p>

	<p>to check it this weekend and see if it's still viable, if not then yah I'm right there with you, this is something that shouldn't be an issue when using the same account to play different games. After the offline work around for SFS was closed up, they may have changed it so an account can only have one game running at a time.</p>
	The offline method still works though.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/06/2014 01:28 PM
	<p>originally posted by Tareen I mean not even XBox uses Windows nor any other console, why should the Steam Machine?</p> <p>because it is not a console. Steam machines are pc's. The steam client is a desktop application. steamos is nothing but a means of booting, loading and running steam for linux client.</p> <p>We may get a surprise once the actual released steamos version steam machines with steam controller release. Surely the steam controller will be more expensive in comparison to other controllers? this may mean the two version steam machine on same hardware are more or less equal due to the steam controller. The steam controller will of course be fully operational on windows machines which will be another option to consumers.</p> <p>There is a large base of steam users accustomed to know what to expect from their machine of choice for pc gaming. linux simply will not be in the equation to them. pc gamers currently sacrifice a lot of the new features of the newer graphics cards (gameworks, shadowplay) though it must be said Valve are doing great in implementing these features into the client but again this does give any advantage on choosing the linux option if pc gamers want to use their machine for pc things as well as pc gaming after unboxing. linux desktop distros still do not seem to be catching on as an real alternative option to majority of pc users either at home or at work or play.</p> <p>Still is time for some huge announcements before steamos steam machine release. The broadcasting feature is pure dead brilliant but again does not carry any weight in throwing the scales to steamos version steam machines favour simply due to it being available on all steam client versions. 95:1 is a huge differential ratio in current windows to linux steam user ratio. What if ms implement something where games released for windows means devs are locked to that platform/os using a legally binding contract by some agreement preventing them to port to any other platform!?</p> <p>originally posted by flashin001 In regards to the inclusion of windows, perhaps it'd be a good idea to make "premium" versions of these Steam machines that run on Windows? Pay less money on the Steam Machine, expect to play less games, i guess.</p> <p>This is unfortunately too true. Even the steam client only runs in one mode by default, not having the choice of small, normal or bpm feels very limiting. An easy solution to this would be to have console mode and desktop mode - which steamos very nearly provides it is just you have to manually install client to desktop mode in order to use the steam client in normal or small mode but while steam bpm is running in the background... though the warning of "Desktop mode is not supported. You may cause serious harm" when activating desktop mode from bpm settings is very misleading. It is almost as if</p>

valve are saying "this is the way to use this machine as you will be using it on tv only". So why VR support built in to client????? the living room stuff is good for encouraging folks to use bpm but it is not the only scenario where the steam client and pc games rock. As any current steam user will confirm.	
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/06/2014 02:10 PM
Comment	<p>originally posted by Luke 'Nightmare Storm' S-C</p> <p>originally posted by Revan</p> <p>I don't understand why Valve didn't do the same thing Alienware did with their 'Alienware Alpha' and use a modified version of Windows.</p> <p>Because SteamOS was made because Gaben wasn't up for the idea of Windows 8 and thought it was horrible... using a modded windows would require Valve to pay out the ass to use it... and going back to what I first said, it'd be counter productive... -.-</p> <p>try but lmmmm how can i put it politely....</p> <p>[olist][*]Valve collaborated with Alienware on the design of the box, what hardware to use and no doubt the UI for the windows version steam machine. The ui is proprietary software owned by alienware, not Valve nor ms.[*]Valve have spent much time and effort and resources with many vendors. Xi3 included, who were the first company announced as producong the first steambox and that was nearly four years ago which was probably the project that sparked the steamos vision and vendors shipping machines with steam client preinstalled[*]Gaben does not give one iota about what ms do. He wants the best possible platform for his steam client baby - where 95% of users are windows users.[*]providing a gaming optimised pc straight off the shelf shipping with steam client preinstalled and a controller is the point of steam machines.[*]the investment in getting to this stage of steam machines must be huge in time, money and resources from both Valve and vendors[*]it is the consumer who will gain most benefit from opting for purchasing a steam machine[/olist]</p> <p>I have used windows on everything from cnc milling machines to mobile phones. F1 teams use windows for diagnostics software, research and many custom unique applications. My point is windows is as every bit customisable and useful in industrial and commercial applications as linux is. My guess is people just prefer to keep on using what they are familiar with.</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/07/2014 01:08 PM
Comment	<p>You make some pretty good points with everything else but Xbox One does use Windows.</p> <p>originally posted by Tauren</p> <p>originally posted by Revan I don't understand why Valve didn't do the same thing Alienware did with their 'Alienware Alpha' and use a modified version of Windows. You'll never see the Windows logo or Windows desktop unless you chose and you get the full Steam Big Picture/Steam OS experience fully compatible with almost every game on Steam. At the very least Valve could have created a modified version of Wine for Windows compatibility. I'm aware of Valve's "answer" to Windows compatibility, Steam In-Home Streaming, but it's not a very good solution. If the Steam machines are for console gamers who want to get into PC gaming why would they already have a Windows PC that can run games well?</p> <p>Of cause there is the cost but that is probably the least problem. Windows is proprietary software that's completely in the control of Microsoft if there is some bug or issue Valve can not do anything about it. They can not control in what direction Windows will be developed maybe it works quite ok with this version but what's with the next version, how would they do an update from one major version to the next when the old version doesn't get security updates anymore anyway? There are a ton of issues, on a normal PC this is not such a problem but on a more console-like device like the Steam Machine customers have different expectation. I mean not even Xbox uses Windows nor any other console, why should the Steam Machine?</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/07/2014 01:09 PM
Comment	<p>How? Valve fixed that at the end of the Steam Family Sharing beta.</p> <p>originally posted by dubigrasu</p> <p>originally posted by DarkWolf777</p> <p>Admittedly I haven't done this since January, maybe February, so they may have "fixed" it since then. I'll try to check it this weekend and see if it's still viable, if not then yeah I'm right there with you, this is something that shouldn't be an issue when using the same account to play different games. After the offline work around for SFS was closed up, they may have changed it so an account can only have one game running at a time.</p>

	The offline method still works though.
IsDeleted	No
AuthorAccountID	70160768
TimeStamp	12/07/2014 01:48 PM
Comment	Put one of your client (or both) in offline mode.
IsDeleted	No
AuthorAccountID	44389625
TimeStamp	12/07/2014 04:06 PM
Comment	Steam already offers free weekends on games, this is not a new concept. Plus there are guest passes, and unbelievable sales. Just look at South Park, it's like \$13 right now. How much is it new for PS/XB? \$30 on sale atm, almost that for pre-owned. Steam sales/volume are their real sellers.
IsDeleted	No
AuthorAccountID	13546005
TimeStamp	12/07/2014 04:30 PM
Comment	<p>originally posted by kfodds</p> <p>Steam already offers free weekends on games, this is not a new concept. Plus there are guest passes, and unbelievable sales. Just look at South Park, it's like \$13 right now. How much is it new for PS/XB? \$30 on sale atm, almost that for pre-owned. Steam sales/volume are their real sellers.</p> <p>Steam Machines run on linux, and almost every game on Steam is Windows only. This does not address the issue of preventing SteamOS from being dead on arrival.</p>
IsDeleted	No
AuthorAccountID	44389625
TimeStamp	12/07/2014 04:39 PM
Comment	Linux? Seriously? That, I wasn't aware of, and emulation would just totally blow. That's a fair point on a definite DOA system. Without Windows native support, I wouldn't even consider buying one. Especially if you consider that a number of companies are beginning to offer PC/Windows based consoles, like Alienware.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/08/2014 12:02 AM
Comment	Those windows consoles are comming out because the companies need to use the cases they made for the delayed steammachines.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/08/2014 02:13 AM
Comment	and turn the hardware stockpile into cash before it drops to low in resale value. Thankfully Valve time only applies to Valve..... Valve are late for their own party. :(
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/08/2014 04:49 AM

Comment	Very late.
IsDeleted	No

AuthorAccountID	47041760
TimeStamp	12/08/2014 07:03 AM
Comment	<p>originally posted by MainframeMouse Baldrick re-read my post. 10 games, 2 machines. 1 machine playing 1 game, 9 other games left.</p> <p>Under steam if you wanted someone in your family to use the second machine to play one of those 9 games, you will need to buy the game again!</p>
IsDeleted	No

AuthorAccountID	55908924
TimeStamp	12/08/2014 07:39 AM
Comment	<p>As a primarily console gamer, here's my point of view.</p> <p>steam machines are for those who prefer digital gaming, and many hot new titles are coming out digital only for the most part. Look at PS4, the indie game machine.</p> <p>The way I see things, digital gaming libraries are the future, and so much more convenient than changing disks. Steam does digital distribution very well! I can go to any computer and download my steam library to play somewhere else. I can't do this with microsoft, sony and definitely not nintendo!</p> <p>With nintendo, if you buy a game digitally, especially on their handhelds, it's stuck on only your console, and you can't share games with family, or even put it on a second handheld you may own. same with their console. They rarely have sales, especially on their first party stuff. Nintendo really only has exclusives going for them, because in terms of digital distribution, they're the worst. They do let you play your backlog of wii digital games on the wiiU though, which is more than I can say for sony.</p> <p>with sony, you used to be able to link your games to 3 consoles. I have 3 Ps3's, now I can only link my account, and thus games to 2 of them. I can't move my digital library to another console if I go anywhere, I have to bring my console with me to play games elsewhere. also, with the PS4, none of my older playstation games are playable on it. not any of my physical games, and worst yet, none of my digital games. if I get rid of my PS3, I lose all the digital games.</p> <p>as far as exclusivity, while steam does not yet have much exclusivity, it has enough of various games exclusive to sony or microsoft. Look at street fighter 5! coming out on PS4 only... oh, and PC, along with other games such as axiom verge.</p> <p>And while most games are made for microsoft, I think once the</p>
IsDeleted	No

	<p>steam machine picks up steam, more and more games coming out will be linux compatible if not exclusive! many new games are being made linux compatible anyway, and older ones can always be ported.</p> <p>not an Xbox gamer, so not much to say about that though.</p> <p>so for me, the advantages of a steam machine are:</p> <ul style="list-style-type: none"> -I'll never lose my game library -my library lives in the cloud, so I can play my games on any machine anywhere provided internet access. -I don't have to pay to play online in addition to internet cost in the first place -cheaper games and more game sales -good mix of games that are generally exclusive to one console or another, so less exclusivity BS to deal with. -better online community system. -as hazard stated, steam allows you to easily share digital games.
IsDeleted	No
AuthorAccountId	7101302
TimeStamp	<p>12/08/2014 09:20 AM</p> <p>originally posted by <u>Hazard</u></p> <p>originally posted by <u>MainframeMouse</u> Baldrick re-read my post. 10 games, 2 machines. 1 machine playing 1 game, 9 other games left.</p> <p>Under steam if you wanted someone in your family to use the second machine to play one of those 9 games, you will need to buy the game again!</p>
Comment	<p>Does no one pay attention to the share library feature Steam offers? You can link your account to any other steam account and they will have access to your library. The main account holder of the game will have priority over the others so if linked account is playing one game, and main account tries to play the same game. Then a message will prompt the linked account that they will be kicked off the game shortly. So its the same concept. You can play other games that aren't being used by the main account. This is more geared for families. Best part of steams version is you can access both on a steam console and pc. So you won't even have to buy a second device if you have pc.</p> <p>Replace the word SAME with ANY.</p> <p>I've paid VERY close attention to SFS, if I have 100 game and play one of them the other 99 are locked out.</p> <p>I want it to work like you believe, 9000 people signed a petition to have it work like that.</p> <p>But it doesn't.</p> <p>The main problem, too many people think it work like that so not enough people complained.</p>
IsDeleted	No

AuthorAccountID	23498564
TimeStamp	12/08/2014 09:43 AM
Comment	To be honest, in some ways I feel that even Steam Machines running Windows won't be all that popular, at least compared to the consoles where all games are optimized for a game controller or Xbox Kinect / PS4 Camera.
Comment	Some Steam games don't play well with game controllers or it's maybe just too unnatural. Who's going to want to use a keyboard and mouse for these games? Maybe some people won't mind---I wouldn't mind because I already have a HTPC connected to a 4K 65" TV with a wireless keyboard and mouse, but there are certainly some people who won't enjoy that experience in the living room.
IsDeleted	Yes

AuthorAccountID	119430305
TimeStamp	12/08/2014 10:35 AM
Comment	I agree, Steam OS and Steam Controller needs A LOT of work before it's ready. Sadly, the release windows isn't that far away and some much needs to be done.
IsDeleted	No

AuthorAccountID	55908924
TimeStamp	12/08/2014 03:40 PM
Comment	<p>originally posted by MainframeMouse</p> <p>Replace the word SAME with ANY.</p> <p>I've paid VERY close attention to SFS, if I have 100 game and play one of them the other 99 are locked out.</p> <p>I want it to work like you believe, 9000 people signed a petition to have it work like that.</p> <p>But it doesn't.</p> <p>The main problem, too many people think it work like that so not enough people complained.</p> <p>well, even if it does work that way, it'd still be pretty much the best option for digital gaming, especially if couch co-op is an option!</p> <p>and who knows, maybe steam will change the rules around for steam machines somehow?</p>
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/08/2014 04:24 PM
Comment	<p>Couch co-op has nothing to do with steam, its all down to the developer.</p> <p>Anyone that buys a SteamMachine will already own a pc or laptop. Under the current design its impossible to use both machines online with different games from a single account at the same time Meaning games need to be re-purchased to play.</p>
IsDeleted	No
AuthorAccountID	55908924
TimeStamp	12/08/2014 04:58 PM
Comment	<p>originally posted by MainframeMouse</p> <p>Couch co-op has nothing to do with steam, its all down to the developer.</p> <p>Anyone that buys a SteamMachine will already own a pc or laptop. Under the current design its impossible to use both machines online with different games from a single account at the same time. Meaning games need to be re-purchased to play.</p> <p>how does couch co-op have nothing to do with it? isn't that the purpose of the steam machine, to have a gaming type computer to use as a console? as a primarily console gaming gamer, I look forward to the steam machine most for couch co-op with steams fantastic library. I know I'll be playing trine at least with friends!</p> <p>also, I really don't have any computer for steam, I got a laptop, and I can kinda play games. My flashlight in killing floor doesn't light anything up. sorta in the process of building a PC for it, but I really prefer consoles with local co-op.</p> <p>Also, that's pretty much the case with any console when it comes to digital gaming. if I have two wiiU, I have to buy each game</p>

	individually digitally per console. Sony allows a max of 2 consoles for a PS3, but only one PS4, so while digital games can be shared between two PS3's, it can't be between PS4's, so if you have two of them, and digital games, you need to buy games twice. Not sure about how Xbone works though.
	and there are many digital only games, so steam is pretty well off considering most of it's steam OS ready library are digital only games found on playstation and xbox.
	so for digital console gamers, steam machine is pretty much the best option, at least the library is available on another console at some point and time, and you can play your digital games on any SM anywhere
IsDeleted	No

AuthorAccountID	44389625
TimeStamp	12/08/2014 07:02 PM
Comment	However, when you purchase intellectual properties media, you purchase not the IP, but the right to use ONE copy of that IP. Copying an IP to a friend, or using two copies simultaneously, unless otherwise allowed, is piracy. I can not imagine Steam being able to broker a deal with ANY major publisher for significant multi-use rights on major releases. All that meaning, you very likely will not be allowed simultaneous usage of the same game copy simultaneously. So, "couch co-op" across machines, would still require dual copies, dual accounts.
IsDeleted	No

AuthorAccountID	55908924
TimeStamp	12/08/2014 07:12 PM
Comment	originally posted by kddodds However, when you purchase intellectual properties media, you purchase not the IP, but the right to use ONE copy of that IP. Copying an IP to a friend, or using two copies simultaneously, unless otherwise allowed, is piracy. I can not imagine Steam being able to broker a deal with ANY major publisher for significant multi-use rights on major releases. All that meaning, you very likely will not be allowed simultaneous usage of the same game copy simultaneously. So, "couch co-op" across machines, would still require dual copies, dual accounts.
IsDeleted	No

AuthorAccountID	17029243
TimeStamp	12/08/2014 07:25 PM
	originally posted by kddodds However, when you purchase intellectual properties media, you purchase not the IP, but the right to use ONE copy of that IP. Copying an IP to a friend, or using two copies simultaneously, unless otherwise allowed, is piracy. I can not imagine Steam being able to broker a deal with ANY major publisher for significant multi-use rights on major releases. All that meaning, you very likely will not be allowed simultaneous usage of the same game copy simultaneously. So, "couch co-op" across machines,

	would still require dual copies, dual accounts.
Comment	<p>Couch co-op isn't from across town, or even from another room in the house. It's literally 2 or more people sharing the same machine, same screen, on the same couch/bed/chair/whatever.</p> <p>And those of us complaining about SFS aren't wanting to play the same game simultaneously, what we want is if I share my library with a friend, and he's playing Game A from my library, I want to be able to play Game B from my library without it kicking him off. It's similar to letting your friend borrow a disc on a console.</p> <p>Now if my friend is playing Game A from my library, and I decide I'm done with Game B and now want to play Game A, then yes, absolutely it should kick him off. But he should also be able to then start playing Game B from my library while I'm playing Game A.</p> <p>The way SFS currently works, your entire library is locked down. So if I share my library with a friend, and he's playing Game A, any other friend that I've shared my library with is locked out from playing any game, not just Game A. And if I want to play Game B, then not only does it kick my friend off of Game A, but it also locks anyone out of my library that I've shared it with for the duration that I'm playing.</p> <p>This, of course, has no effect on couch co-op.</p>
IsDeleted	No

AuthorAccountID	55908924
TimeStamp	12/08/2014 08:11 PM
	<p>originally posted by DarkWolf777</p> <p>originally posted by kdf00ds</p> <p>However, when you purchase intellectual properties media, you purchase not the IP, but the right to use ONE copy of that IP. Copying an IP to a friend, or using two copies simultaneously, unless otherwise allowed, is piracy. I can not imagine Steam being able to broker a deal with ANY major publisher for significant multi-use rights on major releases. All that meaning, you very likely will not be allowed simultaneous usage of the same game copy simultaneously. So, "couch co-op" across machines, would still require dual copies, dual accounts.</p> <p>Couch co-op isn't from across town, or even from another room in the house. It's literally 2 or more people sharing the same machine, same screen, on the same couch/bed/chair/whatever.</p> <p>And those of us complaining about SFS aren't wanting to play the same game simultaneously, what we want is if I share my library with a friend, and he's playing Game A from my library, I want to be able to play Game B from my library without it kicking him off. It's similar to letting your friend borrow a disc on a console.</p> <p>Now if my friend is playing Game A from my library, and I decide I'm done with Game B and now want to play Game A, then yes, absolutely it should kick him off. But he should also be able to then start playing</p>

Comment	<p>Game B from my library while I'm playing Game A.</p> <p>The way SFS currently works, your entire library is locked down. So if I share my library with a friend, and he's playing Game A, any other friend that I've shared my library with is locked out from playing any game, not just Game A. And if I want to play Game B, then not only does it kick my friend off of Game A, but it also locks anyone out of my library that I've shared it with for the duration that I'm playing.</p> <p>This, of course, has no effect on couch co-op.</p> <p>see now, you sir, are making sense!</p> <p>but as I've been saying, is that no other console allows you even that flexibility with your digital library of games as far as I know besides the PS3, which allows you to share your digital library with one other console. period.</p> <p>I mean, you guys are comparing it to physical copy games, but what games are currently available to even play on steam? of these games, which ones are available currently on consoles? and of those, which ones are available physically? console gaming has and keeps getting more and more digital only games! Most of the new hot titles coming to PS4 seem to be digital only indie games, with an occasional physical retail game worth anything. On consoles, you can't share your library at all without lending your friend your entire console!</p> <p>So in terms of flexibility with digital games, steam is already ahead of the curve. in regards to the argument that steam needs to fix that to compete with consoles, I don't think it does.</p> <p>On the other hand, I think it's absolutely plausible for steam to allow you to share your library at home with family on separate machines, and it would be great to have! Sure I want it, but I'm certainly thrilled with what steam has to offer already... all they really need is to expand the linux library</p>
IsDeleted	No

AuthorAccountID	55908924
TimeStamp	12/08/2014 08:19 PM
Comment	<p>also, just to throw it out there, doing a quick search through the store, there are currently 88 games with steam OS support + controller support + local co-op. 83 of these have overall positive reviews too!</p>
	<p>now, I'm sure most of you have libraries larger than that, but 83 games at launch for any console (or console substitute thing) is fantastic. PS4 on launch had like 5 games, half were already available on PS3 and PC, and out of the new exclusives, I was okay.</p>
	<p>And as the steam machines, well, pick up steam, more games and higher budget games will begin to include steam support. best thing yet, when you upgrade steam machines, you keep your entire library! I wonder if gamestop will end up taking steam machine trade-ins</p>
IsDeleted	No

AuthorAccountID	7101302
TimeStamp	12/08/2014 10:54 PM
	<p>Talking about trade ins.</p> <p>I was talking to someone working at CEX. He was defending valves</p>

AuthorAccountId	7101302
TimeStamp	12/09/2014 08:55 AM
Comment	Sorry your vehicle is no longer supported. The Collision Avoidance Radio System (CARS) will no longer be compatible with current road systems. Reminder use of 3rd party firmware is illegal.
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/09/2014 09:02 PM
Comment	being able to share and play a game with family or friend on steam would be very cool. Family Sharing (think this has been updated again- get plenty warnings owner is wanting game back when playing two games from one account now) appears to be more a "Try before you buy" option than an actual sharing service.
IsDeleted	No

AuthorAccountId	119430305
TimeStamp	12/09/2014 09:05 PM
	<p>Yes, that would be very cool along with the ability to share your game with a friend in single click. However, we must keep in mind that the publishers might not like that. If two friends can play together on a single copy and mass amounts of people do it the publishers will lose money. This would make sense if it's a family because there's not a high chance that a family of four (brother and sister) would buy two different copies.</p>

Comment	originally posted by 40-IPvtBalderick being able to share and play a game with family or friend on steam would be very cool. Family Sharing (think this has been updated again- get plenty warnings owner is wanting game back when playing two games from one account now) appears to be more a "Try before you buy" option than an actual sharing service.
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/09/2014 11:02 PM
Comment	<p>Arggggggggg For the 1000th time I do not want to be able to play the SAME game multiple times. We want to play DIFFERENT games.</p> <p>Our family owns 3 copies of mine craft, 4 copies of UT2004, 2 copies of space hulk, 2 copies of sims3 and soon.</p> <p>When to same game is played at the same time by multiple people then multiple copies of that game must be bought.</p> <p>But if my daughter is playing tomb raider, i should be able to play alien with out kicking her off.</p> <p>Please for the love of frog understand the difference and stop using it to defend valves extortion of families.</p>
IsDeleted	No
AuthorAccountID	55908924
TimeStamp	12/10/2014 04:14 AM
Comment	<p>originally posted by MainframeMouse Arggggggggg For the 1000th time I do not want to be able to play the SAME game multiple times. We want to play DIFFERENT games.</p> <p>Our family owns 3 copies of mine craft, 4 copies of UT2004, 2 copies of space hulk, 2 copies of sims3 and soon.</p> <p>When to same game is played at the same time by multiple people then multiple copies of that game must be bought.</p> <p>But if my daughter is playing tomb raider, i should be able to play alien with out kicking her off.</p> <p>Please for the love of frog understand the difference and stop using it to defend valves extortion of families.</p> <p>well, regardless of whether this is right or wrong, in terms of the steam machine, it's really no worse than any other console.</p> <p>Even with physical copies, you would then need multiple copies of a console in order to play other games while someone is playing one.</p> <p>I think it would be interesting if steam came up with a system of loaning games out. maybe with a time limit, you could loan a friend/family a single game from your library. during loanout time, you yourself would no longer have access to this game, and perhaps you can only loan out one game at a time? that'd be a step in the right direction.</p>

	or even game swapping?
IsDeleted	No
AuthorAccountID	7101302
TimeStamp	12/10/2014 07:14 AM
Comment	but i have multiple consoles in our family. 2 ps3's. Also any family that buys a SteamMachine will already have a PC/Laptop. Effectively two steam capable devices.
IsDeleted	No
AuthorAccountID	85633630
TimeStamp	12/11/2014 01:29 AM
Comment	In order for steam machines to compete, they need to offer better graphics than consoles. They need to be upgradeable. Those are things the console is not. One bad example of a steam machine is the AlienWare Alpha. It is hurting the image of steam os.
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/11/2014 03:39 AM
Comment	> they need to offer better graphics than consoles. Done. >They need to be upgradeable. Done. >One bad example of a steam machine is the AlienWare Alpha. The Alienware Alpha isn't a steam machine and isn't a steam machine. originally posted by DriftMachine In order for steam machines to compete, they need to offer better graphics than consoles. They need to be upgradeable. Those are things the console is not. One bad example of a steam machine is the AlienWare Alpha. It is hurting the image of steam os.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	12/11/2014 03:52 AM
Comment	Valves own prototype boxes are fully upgradable. Xi3 piston like gigabyte brix and alienware alpha (as well as some other confirmed steam machines that come in small form factor pc's guised as a console) use embedded gpu's which means they are not upgradable - unless you buy a new machine..... Xi3 did not want to redesign for gpu upgradability which was part of Valves criteria for the then Steam Box (long before steamos or steam for linux client was in existence) so the two companies went on doing their own thing with no hard feelings. I think at the price alienware alpha ships for it packs a punch for the dollar. Gives full 1080p which consoles don't and have seen steam client/games running at 4K res's so steam machines are way ahead already on graphics power in comparison to consoles.

	<p>imo alienware alpha is best thing to come from steam machine project so far. Just to have working gamestream and shadowplay are two good reasons to opt for the windows version ;) Though do acknowledge vogl when working and added to alchemist repo should give working game capture ootb on steamos machines and without being hardware dependant.</p> <p>Unfortunately steamos browser can not view pdf files so could not get link for Valves steam machine pdf but basicly it is well documented fact Valve has confirmed alienware alpha is indeed a steam machine. http://www.extremetech.com/gaming/174173-ces-2014-valve-unveils-13-new-steam-machines-from-500-to-6000</p>
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/11/2014 10:48 AM
Comment	<p>Thanks for the information.</p> <p>originally posted by <u>40-1PvtBalderick</u> Valves own prototype boxes are fully upgradable. Xi3 piston like gigabyte brix and alienware alpha (as well as some other confirmed steam machines that come in small form factor pc's guised as a console) use embedded gpu's which means they are not upgradable - unless you buy a new machine..... Xi3 did not want to redesign for gpu upgradability which was part of Valves criteria for the then Steam Box (long before steamos or steam for linux client was in existence) so the two companies went on doing their own thing with no hard feelings.</p> <p>I think at the price alienware alpha ships for it packs a punch for the dollar. Gives full 1080p which consoles don't and have seen steam client/games running at 4K res's so steam machines are way ahead already on graphics power in comparison to consoles.</p> <p>imo alienware alpha is best thing to come from steam machine project so far. Just to have working gamestream and shadowplay are two good reasons to opt for the windows version ;) Though do acknowledge vogl when working and added to alchemist repo should give working game capture ootb on steamos machines and without being hardware dependant.</p> <p>Unfortunately steamos browser can not view pdf files so could not get link for Valves steam machine pdf but basicly it is well documented fact Valve has confirmed alienware alpha is indeed a steam machine. http://www.extremetech.com/gaming/174173-ces-2014-valve-unveils-13-new-steam-machines-from-500-to-6000</p>
IsDeleted	No
AuthorAccountID	85633630
TimeStamp	12/11/2014 12:33 PM
	<p>originally posted by <u>Reyaa</u> > they need to offer better graphics than consoles.</p> <p>Done.</p> <p>>They need to be upgradeable.</p> <p>Done.</p>

	<p>>One bad example of a steam machine is the AlienWare Alpha.</p> <p>The Alienware Alpha isn't a steam machine and isn't a steam machine.</p> <p>originally posted by DriftMachine In order for steam machines to compete, they need to offer better graphics than consoles. They need to be upgradeable. Those are things the console is not.</p> <p>One bad example of a steam machine is the AlienWare Alpha. It is hurting the image of steam os.</p>
Comment	<p>Here is an article claiming otherwise. Its not upgradeable, and even has the steam logo on it. Pretty sure Dell will sell more units than most other due to their retail presence. Thats why Gabe Newell should feel insulted by Dell's offering. Huge name giving a large impression that's sure to hurt noobs first impression of steam os if they buy that unit first.</p> <p>There are good examples out there, but so far I have not seen a reasonably priced one that can compete with a console.</p> <p>http://www.gamespot.com/articles/alienware-s-steam-machines-won-t-be-upgradeable/1100-6417250/</p> <p>Dell has a lot of options that are a better candidate for a gaming machine, than their alpha. An old low end dell optiplex is more upgradeable than the alpha. If that's not an eye opener I don't know what is.</p>
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/11/2014 08:11 PM
Comment	<p>originally posted by DriftMachine Thats why Gabe Newell should feel insulted by Dell's offering....</p> <p>[olist][*]Are you sure vendors are not being offended by putting their money where their mouth is and investing in hardware stocks (which Valve are not willing to do and go into vendorizing themselves) for the steam machine project?. [*] Do you really think vendors would have shown as much interest in steam machines if no windows version was going to be an option?[*]Ninety five per cent of steam users are windows users[*]Neither linux or steamos is ready for pc gaming[*]The windows versions of all confirmed steam machines will be marketed and advertised as steam machines once steamos and steam controller options are available to consumers[*] Valve time only applies to Valve. Thankfully.[*] Any machine with steam client installed is a steam machine.[*]Valve heavily collaborated with Alienware R+D in designing the box, choosing hardware and the UI for windows [/olist] Valve time is the only reason why windows versions of steam machines are not being marketed as steam machines by vendors. i.e. they have not decided on steam controller design and steamos is not ready. Checking official announcement confirms vendors are keeping their promise whereas Valve still have not confirmed when steamos and steam controller will ship to consumers.</p> <p>Steam needs vendors to sell machines as steam is a desktop application.</p> <p>Vendors do not need steam to sell their machines.</p>

	Steam Machine project could be considered a marriage between vendors and Steam bringing an improvement in consumer choice.
IsDeleted	No
AuthorAccountID	119430305
TimeStamp	12/11/2014 09:47 PM
Comment	<p>>Valve heavily collaborated with Alienware R+D in designing the box, choosing hardware and the UI for windows</p> <p>Could you provide the source?</p> <p>originally posted by 40-1PvtBalderick</p> <p>originally posted by DriftMachine</p> <p>Thats why Gabe Newell should feel insulted by Dell's offering....</p> <p>[olist][*]Are you sure vendors are not being offended by putting their money where there mouth is and investing in hardware stocks (which Valve are not willing to do and go into vendoring themselves) for the steam machine project?. [*] Do you really think vendors would have shown as much interest in steam machines if no windows version was going to be an option?[*]Ninety five per cent of steam users are windows users[*]Neither linux or steamos is ready for pc gaming[*]The windows versions of all confirmed steam machines will be marketed and advertised as steam machines once steamos and steam controller options are available to consumers[*]Valve time only applies to Valve. Thankfully.[*] Any machine with steam client installed is a steam machine.[*]Valve heavily collaborated with Alienware R+D in designing the box, choosing hardware and the UI for windows [/olist]</p> <p>Valve time is the only reason why windows versions of steam machines are not being marketed as steam machines by vendors. i.e. they have not decided on steam controller design and steamos is not ready. Checking official announcement confirms vendors are keeping their promise whereas Valve still have not confirmed when steamos and steam controller will ship to consumers.</p> <p>Steam needs vendors to sell machines as steam is a desktop application.</p> <p>Vendors do not need steam to sell their machines.</p> <p>Steam Machine project could be considered a marriage between vendors and Steam bringing an improvement in consumer choice.</p>
IsDeleted	No

AuthorAccountID	121778725
TimeStamp	12/11/2014 11:24 PM
Comment	<p>originally posted by Revan</p> <p>>Valve heavily collaborated with Alienware R+D in designing the box, choosing hardware and the UI for windows</p> <p>Could you provide the source?</p> <p>I bet its a dark dark place where the sun never shines.</p>
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/12/2014 02:57 AM
Comment	<p>@Revan it is no secret nor hidden in dark places. All you have to do is search the web with "valve alienware collaboration alpha" The alpha is the product of at least two years collaboration involving Valve and Alienware also that was when the alpha design was finalised nearly a year ago.</p> <p>Subscribing to alienware arena will give you access to loads of youtube vids and webpages where alienware show off their new product and are more than open that Valve were heavily involved in designing and developing the windows version alpha's ui.</p> <p>Valve's own definition of a steam machine is any machine running the steam client.</p>
IsDeleted	No
AuthorAccountID	121778725
TimeStamp	12/12/2014 03:37 AM
Comment	<p>Of course they collaborated developing the hardware of the Alienware Steam Machine with Valve but I can not find any source for them collaborating for the development of their special Windows UI. Where is it?</p>
IsDeleted	No
AuthorAccountID	83593488
TimeStamp	12/12/2014 01:01 PM
Comment	<p>Valve needs EA games, can't be a console without EA games.</p> <p>How you can compete if you cannot play BF4, or another game online on the steam machine?</p>
IsDeleted	No
AuthorAccountID	85633630
TimeStamp	12/12/2014 01:05 PM
Comment	<p>originally posted by 40-1PvtBalderick</p> <p>Valve's own definition of a steam machine is any machine running the steam client.</p> <p>Any machine out there now will run the client, but that does not mean it will run any game. So basically the definition means almost nothing at the moment. They should have more pride than that.</p> <p>Maybe Valve should change their rules a bit. People associate Steam with Gaming PC. Why have the logo on machines that don't run the best selling titles better than a console.</p> <p>I think they should introduce Steam certified. This would mean the machine has a minimum benchmark score. Noobs have no idea how to build a pc. This would be to guide our hardware noobs to buy proper machines. As part of the bloatware sold with PC's, Steam would be installed. The web browser's home page would be set to the steam store to make it easy to sign up if the customer did not have an account.</p> <p>The steam logo would be a sales tactic for the PC manufacturers. It would also imply the machine is capable of running every game out there at a decent fps at medium or better. There will be some contract issues to work out, but that is not the point for now.</p>

	<p>This could go similar to the 80 plus rating system out for power supplies. Bronze, Silver, Gold and Platinum. Each indicating a minimum performance rating.</p> <p>They could even make a bench client to give us our hardware cert level, and make it an achievement.</p> <p>The whole point of this steam thing is for them to get commission for the games sold through their client. We get the convenience of having all our games in one client. The manufacturers get a pretty badge that sell their machines easier. If it can't run the game at 1080p at medium at 60 fps then it doesn't deserve a steam logo. We have 4k tv out now, and they are getting pretty cheap. Surprised I don't have one yet.</p> <p>The ideas I have are endless, I have already wrote a book here, sorry, LOL.. I am a big pusher of the steam client in real life. I felt disappointed with steam's willingness to settle with the Alpha. GabeNewell# Valve# SteamOS# SteamCertified #</p> <p>The whole point of this is to share ideas right???????</p>
IsDeleted	No

AuthorAccountID	100326925
TimeStamp	12/12/2014 01:45 PM
Comment	True. Probably exactly why this group is called Steam Universe. Steam machines should have universal appeal to any gamer in one way shape or form. I got you down as a Falcon North West type of guy!?? ;)
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/12/2014 02:01 PM
Comment	<p>If the Steam machines are a huge success I'm sure EA will come running back.</p> <p>originally posted by giselachatur20 Valve needs EA games, can't be a console without EA games.</p> <p>How you can compete if you cannot play BF4, or another game online on the steam machine?</p>
IsDeleted	No

AuthorAccountID	119430305
TimeStamp	12/12/2014 02:03 PM
	<p>Nice idea!</p> <p>originally posted by DriftMachine</p> <p>originally posted by 48-1PvtBalderick</p> <p>Valve's own definition of a steam machine is any machine running the steam client.</p> <p>Any machine out there now will run the client, but that does not mean it will run any game. So basically the definition means almost nothing at the moment. They should have more pride than that.</p> <p>Maybe Valve should change their rules a bit. People</p>

<p>Comment</p>	<p>associate Steam with Gaming PC. Why have the logo on machines that don't run the Best selling titles better than a console.</p> <p>I think they should introduce Steam certified. This would be mean the machine has a minimum bench score. Noobs have no idea how to build a pc. This would be to guide our hardware noobs to buy proper machines. As part of the bloatware sold with PC's, Steam would be installed. The web browsers home page would be set to the steam store to make it easy to sign up if the customer did not have an account.</p> <p>The steam logo would be a sales tactic for the PC manufacturers. It would also imply the machine is capable of running every game out there at a decent fps at medium or better. There will be some contract issues to work out, but that is not the point for now.</p> <p>This could go similar to the 80 plus rating system out for power supplies. Bronze, Silver, Gold and Platinum. Each indicating a minimum performance rating.</p> <p>They could even make a bench client to give us our hardware cert level, and make it an achievement.</p> <p>The whole point of this steam thing is for them to get commission for the games sold through their client. We get the convenience of having all our games in one client. The manufacturers get a pretty badge that sell their machines easier. If it can't run the game at 1080p at medium at 60 fps then it don't deserve a steam logo. We have 4k tv out now, and they are getting pretty cheap. Surprised I don't have one yet.</p> <p>The ideas I have are endless, I have already wrote a book here, sorry, LOL. I am a big pusher of the steam client in real life. I felt disappointed with steams willingness to settle with the Alpha.</p> <p>GabeNewell# Valve# SteamOS# SteamCertified #</p> <p>The whole point of this is to share ideas right???????</p>
<p>IsDeleted</p>	<p>No</p>
<p>AuthorAccountID</p> <p>TimeStamp</p>	<p>17029243</p> <p>12/12/2014 04:27 PM</p> <p>originally posted by giselachar28 Valve needs EA games, can't be a console without EA games.</p> <p>How you can compete if you cannot play BF4, or another game online on the steam machine?</p> <p>Nothing is stopping EA, but EA themselves, from putting Origin out on Linux (and by default, SteamOS) and releasing games for Linux (and again, by default, SteamOS.) Although if I remember correctly, they have expressed interest in releasing Origin on Linux if the market is viable. So that's more reason to support SteamOS and developers currently releasing on Linux. Show EA there's a market waiting for them to dip their toes in.</p> <p>Unlike Sony and MS' console deals and exclusivity agreements, SteamOS is open to other stores and running your games from whatever vendor that's releasing compatible games.</p>

	<p>originally posted by DriftMachine]</p> <p>This could go similar to the 80 plus rating system out for power supplies. Bronze, Silver, Gold and Platinum. Each indicating a minimum performance rating.</p>
Comment	<p>Yeah I was saying something like this back during the initial Steam Machine announcement, that there should be 3+ performance levels to choose from:</p> <p>Bronze = 720p30fps high settings, 720p60fps medium settings, 1080p30fps medium settings.</p> <p>Silver = 720p60fps high settings, 1080p30fps high settings.</p> <p>Gold = 1080p60fps high settings.</p> <p>And maybe a platinum level for people with more money than they know what to do with, top end GPU, tons of storage, SSDs, etc. Essentially a "future proof" system that likely won't need any upgrades or changes for at least the full console generation.</p> <p>And of course build your own or mix-n-match options for people willing to put in the research. But, regardless of manufacturer, having a few easily discernable levels for the parents and the people not familiar with PC gaming would be ideal. And of course you'd have to make sure the marketing of the machines would point out that Bronze, though the lowest level, is still on-par with the current generation consoles so people not in the know won't mistake it for a lesser experience.</p> <p>Also highlight the fact that your Steam library survives between generations and upgrades, so no more need to start over from scratch every 5-7 years.</p> <p>Bronze = \$400 would be a good price point, would be on par with where the current consoles are, and would be easy to hit for any manufacturer benefiting from volume purchasing. I can build a PC capable of this level for around \$450, without even having the benefit of volume purchasing, so a manufacturer should be able to hit this while still making a profit.</p> <p>Silver = \$500-\$600</p> <p>Gold = \$600-\$800</p> <p>Platinum = \$1000+</p> <p>So \$400 would get you a gaming PC capable of the current generation's performance, leaving the option to upgrade at a later date. Or you can pay a bit more up front to exceed the current generation's performance and stave off any upgrades for longer.</p>
IsDeleted	No
AuthorAccountID	[REDACTED]
	[REDACTED]
	[REDACTED]
	[REDACTED]
AuthorAccountID	100326925
TimeStamp	01/07/2015 04:49 AM
Comment	<p>originally posted by Tairch</p> <p>Of cause they collaborated developing the hardware of the Alienware Steam Machine with Valve but I can not find any source for them collaborating for the development of there special Windows UI. Where is it?</p> <p>Well there are youtube vids showing AlienFX as extra settings in</p>

	bpm mode on alpha machines. http://youtu.be/CLRCVvpep2k?t=1m36s
IsDeleted	No
AuthorAccountID	121778725
TimeStamp	01/07/2015 05:35 AM
Comment	Thats pretty cool but I don't see what that has to do with the Windows version I guess that would work in SteamOS too.
IsDeleted	No
AuthorAccountID	100326925
TimeStamp	01/07/2015 06:25 AM
Comment	<p>That was steamos running in that vid. :) Here is vid specifically talking of windows version http://youtu.be/18G0gTvH6i4?t=1m56s The fact leds are adjustable along with other firmware related settings can be adjusted from within steam bpm indicates valve and alienware collaborated on how both the alpha boots loads as well as runs and how bpm works on the alpha - that is on both steamos and windows versions.</p> <p>All the videos and documentation that was viewable through alienware arena when the alpha was still in pre-release seems to have been moved and i can not refind video or written articles confirming valve and alienware heavily collaborated on all aspects of the alpha including the windows version ui.</p>
IsDeleted	No